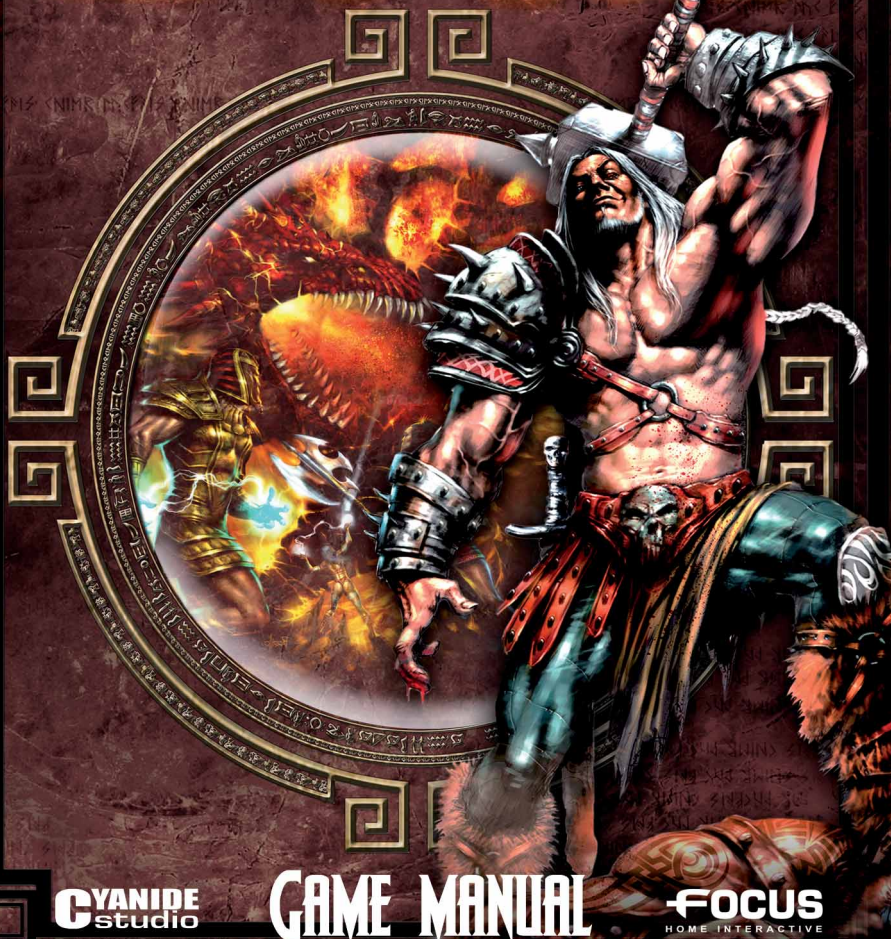


# LOKI



CYANIDE  
studio

GAME MANUAL

FOCUS  
HOME INTERACTIVE



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 for latest news, downloads and Forum!

## HELP - TECHNICAL SUPPORT

If you encounter difficulties installing or running loki, do not hesitate to contact our technical support department by email. You will find all the answers to the questions which you may have on the website [www.loki-game.com](http://www.loki-game.com) (FAQ - Frequently Asked Questions).

Technical support: [support@loki-game.com](mailto:support@loki-game.com)

For all Technical Support requests please ensure you provide precise details of your query to our technical support team. These details should include the following points:

- Type of problem?
- When does this problem occur?
- Does this problem occur each time?

so include information about your computer (processor speed, graphics card, DirectX version, driver versions). For further information on the resolution of problems, please consult following recommendations.

## EPILEPSY WARNING

A very small percentage of the population may experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. Such persons may experience seizures while watching certain kinds of television pictures or playing certain computer/video games. Certain conditions may even induce previously undetected epileptic symptoms. If you or anyone in your family has experienced symptoms linked to an epileptic condition (seizure, loss of awareness ...), consult your doctor before playing any computer/video game. We recommend that parents should observe their children while they play computer/video games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, loss of consciousness, disorientation, any involuntary movement or convulsion, DISCONTINUE IMMEDIATELY and consult your doctor.

Follow these precautions whenever playing computer/video games

- Do not sit or stand too close to the monitor
- Play games on the smallest available monitor
- Do not play if you are tired or have not had much sleep
- Play in a well lit room.
- Take a 10 to 15 minute rest every hour while playing.

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## 1. SYSTEM REQUIREMENTS AND INSTALLATION

### 1.1. HARDWARE

To play Loki in solo mode, you must have at least a 2GHz processor, 512 Mb of RAM, a 64Mb GeForce 4 Ti or Radeon 9000 graphics card, 7Gb of available disk space, a DVD drive, a DirectX compatible sound card and a mouse or similar pointing device.

However, for best results, we would recommend the following hardware configuration: 3GHz processor, 1GB of RAM and a GeForce 6800 GT or Radeon x850 graphics card.

To play a multiplayer game you require a minimum of 1GB RAM.

We recommend that you do not attempt to overclock your processor nor any other component.

### 1.2. OPERATING SYSTEM

To play Loki, you require Microsoft Windows XP or Vista

We recommend that you install the most recent drivers for your video and sound hardware.

IMPORTANT: DirectX 9.0c or above must be installed on your system.

### 1.3. MULTIPLAYER

To play over a LAN your PCs must be equipped with 100Mbit network interface cards and be connected to the same network, using the TCP/IP protocol. If you have a broadband Internet connection you can play via Direct IP or via Cyanide's GameCenter (see "8 Multiplayer" below). Your PC must have, at least, 1GB of RAM.

An Internet firewall may also cause the screen to freeze. For Loki to run you will have to authorise "Loki.exe" to access the network. The port used is 58401. Should you still have trouble you may have to deactivate your firewall (NB: a firewall protects your PC so deactivating it reduces the level of security). Should you do so, it must be reactivated when you have finished playing!

### 1.4. MUSIC

With a DirectX compatible sound card installed on your system, you can listen to the various Loki sound tracks. You can change sound parameters via the "Options" page.

### 1.5. INSTALLATION

To install the game you must have "Administrator" rights on the PC. Insert the Loki DVD in the DVD drive (for DVD Version). If your PC is configured to allow automatic execution, the installation process will begin. If the installation process does not begin automatically then run the "setup.exe" programme present on the DVD.

For Online version, once you have downloaded all files from the server where you bought the game, please make sure that these downloaded files are in the same folder, and double-click on the setup.exe file to start installation.



An introductory menu will appear.

Click on the "Install" button to start installation. This will take several minutes depending on your system.



## 1.6. LAUNCHING THE GAME

Make sure you close all applications on your PC before launching Loki so that the game will have maximum power at its disposal. Antivirus software can significantly slow disk access so you may be required to deactivate it (NB: antivirus software protects your PC so deactivating it reduces the level of security). Should you do so, it must be reactivated when you have finished playing!

**NB:** The Loki game DVD is protected with an anti-piracy mechanism. However, for ease of use, you are not required to always have it in the drive. You will be asked to introduce the DVD every 3 days.

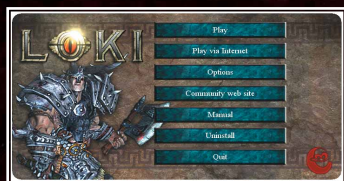
**THE FIRST TIME YOU RUN THE GAME, THE DVD MUST BE IN THE DRIVE**, but thereafter you can run the game without the DVD being present for some days.

**AFTER THREE DAYS, OR WHEN YOU GET A MESSAGE SAYING THAT THE PROGRAM WILL EXPIRE, YOU MUST PUT THE DVD BACK IN THE DRIVE.** If the DVD is not present an error message will be displayed. If this happens, insert the game DVD and click on "Retry". If the DVD check fails with a genuine game DVD in the drive, an error message will be displayed. Click on the "Information" button in the window and then, after a few seconds, on "Display the report". Save the generated .txt file and send it to your local technical support. See the readme.txt file on the Loki DVD for more details.

If the DVD is recognised but the game fails to launch or if you encounter problems such as crashes or display errors, then it is more than likely that your drivers are not up to date. This requires a visit to the Microsoft website or to that of the manufacturer of your graphics card. See the readme.txt file on the Loki DVD for more details.

**For the Online version of Loki,** you need to activate your version at the game's first launch. The Activation Key has been provided to you when you purchased the game online.

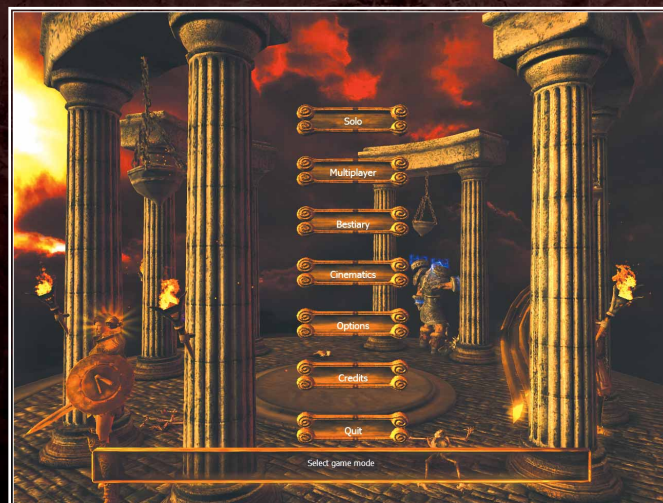
Whenever you click on the Loki icon, an introductory menu will appear.



This menu allows you to install/uninstall the game, launch the game, connect to Loki's website...

## 2. MAIN LOKI MENU

When you launch the game a video sequence will be displayed. It can be closed by pressing the Escape key. Thereafter Loki's main menu will be displayed. The role of most buttons is obvious and in this chapter we shall only expand on what lies behind the "Options" button.



### 2.1 SOLO

Enter the world of Loki as a single player.

### 2.2 MULTIPLAYER

Play the Loki adventure with friends or pit yourselves against other Loki players from across the world (see chapter 8).

### 2.3 BESTIARY

The monsters that you have killed will be displayed here.

### 2.4 CINEMATICS

The cinematic sequences give some more information on the Loki storyline. One is launched at the start of the game. When you finish Loki in "Mortal" mode a second is unlocked. The final sequences are unlocked when you finish the game in "Deity" mode. There is one common sequence and 4 sequences that are specific to the particular path your hero chooses.

### 2.5 OPTIONS

When Loki is installed the most appropriate settings are selected for your computer. However, if you wish



to adjust them it is here that you can define the various shortcut keys as well as manage both the display and sound configurations. The Options menu is also available during the game when you press on the Escape key.

## 2.5.1. Shortcut Keys

To view the current key settings use the up/down arrows on the right. You may also place your cursor anywhere inside the box, at the centre of the screen, and slowly rotate your mouse wheel. To allocate a given key to a command, click with the left mouse button in the small box that shows the current key. It disappears, leaving a blinking cursor. Hit the desired key on the keyboard and the relevant character or symbol will be displayed immediately. No two commands can have the same shortcut key, so if you should enter a key that is already in use, your new entry will become the recognised value and the shortcut to the previous command will be emptied, leaving the command inaccessible by key-stroke.

Below the shortcuts box is a "Sensitivity" slider. This governs the sensitivity of the mouse-controlled camera (see "4.2 Camera" below).

To save your changes, click on the "Save" button and reply "Yes" to the "Save Shortcuts" question. Leave the Control Options page by the "Previous" button.

## 2.5.2. Display Options

The higher the settings the more processing power that is required. So if you have low to medium level PC hardware, it's not worth trying to push display parameters to the limit. In general, it's best to leave "Display Options" alone.

**Shadows:** Depth of shadows

**Shaders:** Quality of rendering of the various materials

**Textures:** Degree of detail in displayed decors

**Glow:** Shiny light effects

**Anti-Aliasing:** Sharpness of lines

**Resolution:** Screen resolution and depth of colour expressed in bits per pixel (bpp)

To save your changes click on the "Save" button and reply "Yes" to the "Save Display Options" question. This will cause the game to restart. To leave the "Display Options" page, without changing parameters, use the "Previous" button.

## 2.5.3. Sound Options

Here you set the level of sound and music in the game and indicate the speaker configuration installed. A click on the "-" sign of "No Sound" will cut off sound altogether.

## 2.6 CREDITS

Here you will find the names of all of those who have worked on Loki.

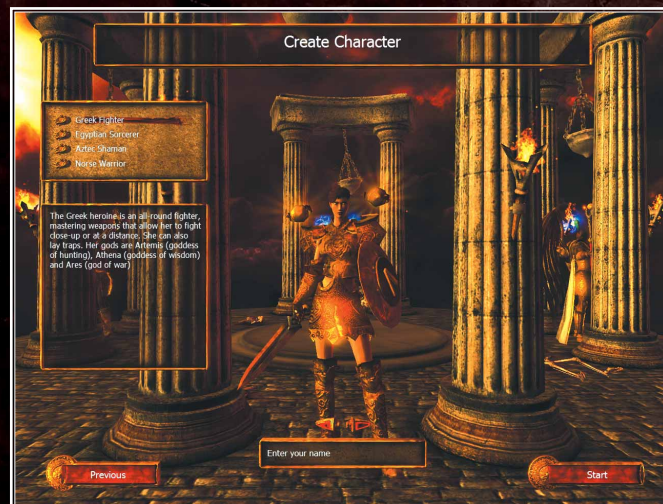
## 3. NAVIGATING LOKI'S WORLDS AND TIME-LINES

The solo mode allows you to live the Loki adventure with any one of the four heroes. This will take you through the 4 chapters of the game. However, Loki has 3 levels of difficulty so, to experience the game fully, you will have to play three times. The random generation of levels means that you won't be following a path that you have already trodden. Moreover, if you wish to discover the final outcome and for your hero to be capable of facing the ultimate challenge, he must have sufficient XP; master a full set of skills and be equipped with the finest collectable items.

Any hero from solo mode can be used in non-GameCenter multiplayer games

### 3.1 CHOICE OF HERO

When you start the game you can choose one of four characters: a female Greek Fighter or Aztec Shaman and a male Egyptian Sorcerer or Norse Warrior. Each has their own strengths, weaknesses and style of combat. Loki always starts in the world of your chosen hero. After that act is completed, you are free to choose your own route through the other three worlds.



When you click on the names of the heroes in the box at the top-left of the screen, a short description appears below. This gives an idea of the fighting style and indicates which three gods your hero will worship (see chapter 7, below).

Once you have chosen your hero you must give him/her a name in the "Enter your hero's name" box. This name will identify your hero in both solo and multiplayer modes. You can only use upper and lower case alphabetic characters (a to z and A to Z) from the Latin character set. Accents are not allowed. Click on the "Start" button to begin your Loki adventure and may your gods be with you!



## 3.2 DIFFICULTY

As mentioned earlier, there are three levels of difficulty : Mortal, Hero and Deity.

**Mortal:** Your hero enters the game at Mortal level. By no means a weakling, he/she is still less resistant to attack. However, this level will allow you to get to grips with the game and enemies will also be less resilient.

**Hero:** Once you finish Mortal mode you can step up a difficulty level. New and more powerful monsters await your hero, but he/she will gain in skills and XP and find plenty of interesting and valuable items.

**Deity:** This level allows you to live the Loki story through to its conclusion. Monsters will be of unequalled power, but the objects that you collect will be those of the gods themselves.

The table below resumes the parameters of each difficulty level.

|                              | MORTAL   | HERO            | DEITY           |
|------------------------------|----------|-----------------|-----------------|
| Level of monsters            | Up to 60 | Up to 120       | Up to 200       |
| Level of objects             | Heroic   | Legendary       | Divine          |
| Level of raw materials       | Metals   | Precious Stones | Precious Stones |
| XP gained by killing monster | Normal   | High            | Very High       |

## 3.3 TIME-LINES

When you start the game again, select your hero and click on the "Start" button. Thereafter, whenever entering the game, you will be asked to choose a level of difficulty and then to decide whether you want to continue your current progress or whether you want to start a totally new game.

As a Loki novice, you will only be able to select the "Mortal" difficulty level. However, when your hero has passed through the four worlds for the first time, the "Hero" button will be activated. At that stage you could actually go back through the "Mortal" mode with your current hero. Your hero's progress can be maintained when doing so, meaning that completed quests and dead monsters would not be reactivated. However, the maximum level of monsters is limited in each mode of difficulty so your hero of level 100, for example, would be pitted against Mortal level enemies of a maximum of 60. Your hero would gain little in the way of experience or items from fighting them (but if you're looking for an easy kill, why not?).

Once you have decided on level of difficulty, you will be asked to choose mode of progression. By clicking on the "Continue" button your hero will pursue his current path. Dead monsters stay dead; completed quests stay completed, etc (see table below). You may also choose to click on the "Restart" button. This will regenerate a new Loki world, where dead monsters are brought back to life. However, completed quests stay completed; acquired objects are maintained; etc. (see table below).

| RESULTS                                   | CONTINUE | RESTART |
|-------------------------------------------|----------|---------|
| Keep hero's level and inventory           | YES      | YES     |
| Keep quest items                          | YES      | YES     |
| Redo completed quests                     | NO       | NO      |
| Earn rewards for already completed quests | NO       | NO      |
| Fight already dead enemies                | NO       | YES     |
| Fight already dead bosses                 | NO       | YES     |
| Random Regeneration of world              | NO       | YES     |
| Maintain already opened portals           | YES      | YES     |

## 3.4 BACK-UPS AND TELEPORTATION

Inside the game, whenever you press on the Escape key a menu appears on-screen. The "Save and Quit" button allows you to save the game and return to the main game menu. There are also automatic saves whenever an important event occurs (gaining a level, completing a quest, collecting a rare item...)

When you restart the game your hero will arrive in the opening village of the current chapter. To advance towards his previous position your hero must use the "Teleportation Stone", available through the icon at the bottom-right of the screen (next to the potions). When you click on it, a small window opens. There are 5 tabs, 4 that refer to the different chapters of the game (Norse, Aztec, Egyptian, Greek) and another "Beyond Time" that refers to the final outcome of the game.



Below each tab, you will find a list of levels that offer re-entry points into the game. Click on a level and confirm your choice when requested. Your hero will be transported to that level. He may not be able to return to the exact spot where he was when you exited, as not all levels have direct teleportation entries. You may therefore have to access the previous level and advance from there. Since your hero would already have eliminated monsters in that level, his journey should be untroubled.

The Teleportation Stone is also useful when completing quests. For example, in the Greek chapter, Athena (always to be found in Heraklion Village) confers several missions requiring the hero to return to see her on completion. There is no quicker route back to Heraklion Village than via the Teleportation Stone.

## 3.5 THRESHOLDS OF TIME

Your hero must live the opening chapter of Loki in his own mythology. Once that is completed he will have the possibility to voyage into any of the other three chapters, but there is no set path. The choice of world to visit is made at the Thresholds of Time. This is the gateway known only by the gods and it allows unfettered travel between the different worlds. Whichever world your hero chooses, he will find a challenge worthy of his skills.



## 4. GAME INTERFACE

Loki's interface is made up of several elements. Some are fixed, others are called-up when you click on an icon or use a shortcut key.

### 4.1 MAIN GAME INTERFACE



- |                                                                                       |                                                                                                                             |
|---------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|
| 1) <b>Character's identity &amp; health bar</b><br>Health Points lost by enemy        | 5) <b>Health points lost by hero</b>                                                                                        |
| 2) <b>Current Level and Mini Map</b>                                                  | 6) <b>Positive Change of State icons</b><br><b>Negative Change of State icons</b>                                           |
| 3) <b>Skill icon bar</b> (Light blue = Active skill)                                  | 7) <b>XP bar</b> (green) and <b>Faith bar</b> (light blue)                                                                  |
| 4) <b>Rage bar</b> (yellow)<br><b>Health bar</b> (red)<br><b>Mana bar</b> (dark blue) | 8) <b>Open Hero's Skills panel</b><br><b>Open Hero's Attributes and Inventory panels</b><br><b>Open Hero's Quests panel</b> |
|                                                                                       | 9) <b>Weapon Set quick-switch</b> (I or II)                                                                                 |
|                                                                                       | 10) <b>Potion icons and Teleportation Stone</b>                                                                             |

Health and Mana are parameters that are familiar to many gamers. However, Rage plays a particular in Loki. The more damage your hero inflicts, the higher the Rage bar goes. As soon as it is full, your hero gains a 10 second state of grace where he can hit faster, move faster, cast spells faster as well as regenerate Health points.

### 4.2 CAMERA

The camera can be controlled from the keyboard. The allocation of keys can be changed from the "Shortcut Keys" page (see "Options" above). Default values are:

|                     |   |          |   |
|---------------------|---|----------|---|
| Rotate Camera Left  | Q | Zoom In  | Z |
| Rotate Camera Right | D | Zoom Out | S |

It is also possible to rotate the camera by moving the mouse while holding down the mouse wheel.

### 4.3 CURSORS

The left mouse button allows you to control the majority of actions/interactions in Loki. Many of these have a specific form of cursor which gives some indication of circumstances and the characters involved.

| Cursor | Meaning       | Action                                                        |
|--------|---------------|---------------------------------------------------------------|
|        | Move          | Move hero to designated spot.                                 |
|        | Attack        | Attack designated enemy                                       |
|        | Out of Range  | Target is out of range                                        |
|        | Pick-up       | Pick up designated object                                     |
|        | Drag          | Drag & drop skill from skill panel to active skill icons.     |
|        | Quest-Giver   | Speak with quest-giver                                        |
|        | Merchant      | Interact with merchant                                        |
|        | Blacksmith    | Interact with blacksmith                                      |
|        | Change Level  | Access to another level within the game. (May not be allowed) |
|        | Totem         | Pass into spirit world                                        |
|        | Expand/Reduce | Expand/reduce a category of inventory items                   |
|        | Activate      | Activate a mechanism within the game                          |
|        | Target        | Use a skill on an enemy or allied target                      |
|        | God           | Open up the Altar interface                                   |
|        | Impossible    | Hero cannot go in that direction                              |
|        | Data Entry    | Enter or modify displayed data                                |



## 4.4 MINIMAP

The minimap, displayed at the top-right of the screen, is essential to negotiating your hero's way through Loki.



Your hero is always positioned at the centre of the map on which you can zoom/dezoom with the "+" and "-" keys. The various dots on the map represent the following:

|  |                                                 |                                                   |
|--|-------------------------------------------------|---------------------------------------------------|
|  | Blue (small)                                    | Your hero (and allies)                            |
|  | Green                                           | NPC Quest giver                                   |
|  | Red                                             | Enemies                                           |
|  | Pink                                            | Merchant                                          |
|  | Orange                                          | Blacksmith                                        |
|  | Blue (large)                                    | Altar                                             |
|  | 4 inward pointing triangles                     | Quest objective (place or character)              |
|  | Green surrounded by 4 inward pointing triangles | NPC Quest giver whom is also objective of a quest |
|  | Arrow (gold)                                    | Direction of quest objective                      |
|  | Arrow (mauve)                                   | Direction of allies in multiplayer                |
|  | Blue circle                                     | Exit/entrance to level                            |

The map of the whole level can be displayed by holding down the "m" shortcut key (see "Shortcut Keys" in the "Options" menu if you wish to change the allocated key). As soon as you release the key, the map disappears. The displayed map only shows your hero (you cannot move him) and the entrances/exits to the level. Displaying the map will not stop the game. If you consult it while your hero is under attack, he'll continue to take hits.

## 4.5 QUESTS

When you click on the "Quests" icon a panel opens from the left of the screen. This is the "Quest Journal" and it is here where you will find details on all the quests given to your hero. There are 4 tabs, one for each chapter of Loki.

For each quest you can see the name of the person who gave it and the rewards gained. You can read the description of the quest and below that are listed the various objectives. When you click on a quest an arrow will appear on the minimap showing you the direction in which your hero should head. A small window also opens underneath, indicating the name of the destination level.

## 4.6 LOG

The "2" key allows you to switch on/off the game log which is displayed at the bottom-left of the screen. Your hero's actions and progress are recorded here as well as messages pertaining to happenings in multiplayer games. In multiplayer games the log also displays the chat window.



## 5. ATTRIBUTES

### 5.1 ATTRIBUTES

Each hero starts the game with differing attributes (see table below). These points evolve during the course of the game, but they do condition the fighting styles of each.

**Strength:** increases the Physical Damage inflicted by hero

**Dexterity:** increases the chance of striking an enemy and of avoiding his blows

**Intelligence:** increases the Magic Damage inflicted by hero

**Vitality:** increases Health Points

**Energy:** increases Mana Points

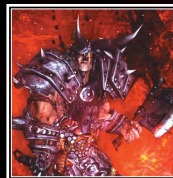
**Health Points:** the state of health of your hero. The closer he is to 0 the closer he is to death!

**Mana Points:** the energy level of your hero.

Most items that your hero collects or buys require a certain attribute level, so their management is very important. Whenever your hero gains a level he also gains 5 Attribute Points to be allocated as you wish (see 5.2.2 below). Also, whenever a level is gained, a certain number of points go directly to Health and Mana. The gains vary, depending on the chosen hero and are summarised below.

A hero can also gain temporary attribute bonuses by visiting shrines that dot his path. There are 6 types of shrine (Health, Mana, XP, Strength, Defence and Intelligence) and they are all rounded rocks with 2 burning lights. When you place the cursor over a shrine it takes the form of the "Pick-up" cursor (same as when picking up an item) and its type appears in the name bar at the top of the page. Click on the shrine to gain the associated bonus which must be used immediately.

### NORSE WARRIOR

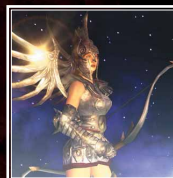


**Strength:** 25  
**Dexterity:** 22  
**Intelligence:** 14  
**Vitality:** 20  
**Energy:** 10  
**Health Points:** 100  
**Mana Points:** 30

**Health Points / Level:** 4

**Mana Points / Level:** 2

### GREEK FIGHTER



**Strength:** 21  
**Dexterity:** 25  
**Intelligence:** 14  
**Vitality:** 18  
**Energy:** 18  
**Health Points:** 90  
**Mana Points:** 54

**Health Points / Level:** 3

**Mana Points / Level:** 3

### AZTEC SHAMAN



**Strength:** 18  
**Dexterity:** 16  
**Intelligence:** 23  
**Vitality:** 16  
**Energy:** 20  
**Health Points:** 80  
**Mana Points:** 60  
**Health Points / Level:** 2

**Mana Points / Level:** 4

### SORCIER EGYPTIEN



**Strength:** 15  
**Dexterity:** 13  
**Intelligence:** 26  
**Vitality:** 14  
**Energy:** 25  
**Health Points:** 70  
**Mana Points:** 75  
**Health Points / Level:** 2

**Mana Points / Level:** 4



## 5.2 MANAGING ATTRIBUTES

When you click on the hero's "Attributes and Inventory" icon two panels open on screen. To the left is the Attributes panel. Three tabs give access to different information on your hero.

### 5.2.1 STATUS



Gives a general overview of the hero's situation.

- Hero's name
- Current level
- Available Skill points
- Hero's XP points
- Total XP points required for next level
- XP points still to be gained to move to next level
- Gold coins in hero's possession

### 5.2.2 ATTRIBUTES



Gives an overview of the hero's physical status and combat capabilities.

Each time your hero gains a level he also gains 5 "Attribute Points" that you can allocate as you see fit. Click on the "+" sign to the left of an attribute to increase its level. By increasing "Vitality" you increase "Max. Health Points" of your hero and by increasing "Energy" you increase the "Max. Mana Points"

There are also several secondary attributes that define your hero. These start at default values, but they are improved when your hero picks-up certain items or acquires certain skills.

**Physical Damage:** Defines the amount of damage inflicted with a basic attack.

**Magic Damage:** Defines the amount of damage inflicted when using a spell.

**Defence:** The higher level the less damage suffered by your hero.

**Chance of Hitting:** Defines your hero's chances of hitting an opponent with the same Dexterity level.

**Accuracy Bonus:** some items and skills carry with them a bonus that increases hero's "Chance of Hitting".

**Dodge Bonus:** Some items and skills carry with them a bonus that increases hero's chances of avoiding being hit.

**Chance of Parry:** Some items (especially shields) and skills carry with them a bonus that increases hero's chances of parrying a blow. When a blow is parried it inflicts no damage.

**Critical Hit:** Each time your hero inflicts physical damage there is a chance that he will inflict a Critical Hit, which increases physical damage by 50%.

**Critical Spell:** Each time your hero inflicts magic damage there is a chance that he will inflict a Critical Spell, which increases magic damage by 50%.

**Speed of Movement:** The higher the speed the faster your hero can run.

**Speed of Attack:** The lower this value, the faster your hero can attack.

**Spell Speed:** The lower this value, the faster your hero can cast spells.

### 5.2.3 RESISTANCE

Indicates hero's defence potential against changes of state and magic damage. Magic is designated by the five burning flames (From left to right: Fire, Ice, Lightning, Darkness and Poison). Your hero can gain up to 80% resistance to the magic elements, thus reducing their level of damage.



There are a multitude of positive/negative changes of state in Loki which can increase/reduce the attack/defence capabilities of your hero. These changes of state can be altered by spells or potions.

#### Negative Changes of State

Negative changes of state are inflicted by the weapons or skills of your hero's enemies. He can, of course, inflict his own negative changes of state on them. The impact of these changes of state depends on the % chance of inflicting damage and the level of the opponent's corresponding resistance. For example, if a weapon has a 50% of inflicting a Blinded state, an opponent with a high resistance to Blinded will have a lower chance of being affected.

**Spell Speed :** The lower this value, the faster your hero can cast spells.

The effects of most changes of state are fixed at a given level and they do not vary. When a character is hit by a Fallen state, he falls to the ground. There is no higher or lower level of Fallen. However when the change of state inflicts damage, such as Burnt, the impact depends on the level of the character that inflicted that state. It should also be noted that weapons inflict negative changes of state each time a target is struck and some skills are able to inflict negative changes of state on a whole group. The table below gives a short résumé of negative changes of state.

|                          |                                                                                       |
|--------------------------|---------------------------------------------------------------------------------------|
| <b>KO'd</b>              | Hero is groggy for 2 seconds                                                          |
| <b>Fallen</b>            | Hero falls to the ground for a few seconds                                            |
| <b>Wounded</b>           | Hero suffers a loss of Health Points for 5 seconds                                    |
| <b>Mana Drain</b>        | Each second, hero loses 2% of all Mana Points during a period of 10 seconds           |
| <b>Silenced</b>          | Hero cannot use spells for 5 seconds                                                  |
| <b>Blocked</b>           | Hero cannot use special hits for 5 seconds                                            |
| <b>Madness</b>           | Hero attacks allies for 2 seconds                                                     |
| <b>Frightened</b>        | Hero automatically flees in opposite direction for 3 seconds                          |
| <b>Cursed</b>            | For 10 seconds each time healing is received by hero he suffers loss of Health Points |
| <b>Slowed</b>            | Hero suffers 50% decrease in Speed of Movement for 3 seconds                          |
| <b>Weakened</b>          | Hero suffers 50% decrease in Strength for 5 seconds                                   |
| <b>Blinded</b>           | Hero suffers 50% decrease in Dexterity for 5 seconds                                  |
| <b>Stupid</b>            | Hero suffers 50% decrease in Intelligence for 5 seconds                               |
| <b>Sick</b>              | Hero suffers 50% decrease in Vitality for 5 seconds                                   |
| <b>Exhausted</b>         | Hero suffers 50% decrease in Energy for 5 seconds                                     |
| <b>Frail</b>             | Hero suffers 50% decrease in Defence for 3 seconds                                    |
| <b>Deficient</b>         | Hero suffers 30% decrease in all attributes for 5 seconds                             |
| <b>Decay</b>             | Hero suffers 30% decrease in all Resistance to Magic for 5 seconds                    |
| <b>Burnt</b>             | Hero suffers fire damage for 8 seconds                                                |
| <b>Frozen</b>            | Hero suffers 50% decrease in Speed of Movement for 3 seconds                          |
| <b>Lightning Shocked</b> | Hero is brought to a standstill for 2 seconds                                         |
| <b>Poisoned</b>          | Hero suffers poison damage for 12 seconds                                             |



## Positive Changes of State

Positive changes of state are set-off by your hero or his enemy to affect themselves and their allies. They give a temporary bonus, whose effects depend on the level of the skill used to create the bonus.

|                                |                                                                |
|--------------------------------|----------------------------------------------------------------|
| <b>Revitalised</b>             | Hero gains Health Regeneration bonus                           |
| <b>Elated</b>                  | Hero gains Mana Regeneration bonus                             |
| <b>Parry Master</b>            | Hero gains Parry bonus                                         |
| <b>Dodge Master</b>            | Hero gains Dodge bonus                                         |
| <b>Accelerated</b>             | Hero gains Speed of Movement bonus                             |
| <b>Enraged</b>                 | Hero gains Rage Gain bonus                                     |
| <b>Osmosis</b>                 | Hero gains Soul Gain bonus (in Spirit World)                   |
| <b>Reinforced</b>              | Hero gains Strength bonus                                      |
| <b>Dexterous</b>               | Hero gains Dexterity bonus                                     |
| <b>Lucid</b>                   | Hero gains Intelligence bonus                                  |
| <b>Vigour</b>                  | Hero gains Vitality bonus                                      |
| <b>Concentrated</b>            | Hero gains Energy bonus                                        |
| <b>Protected</b>               | Hero gains Defence bonus                                       |
| <b>Almighty</b>                | Hero gains bonus on all Attributes                             |
| <b>Affinity with the Gods</b>  | Hero gains bonus on all Resistance to Magic                    |
| <b>Affinity with Fire</b>      | Hero gains bonus on Resistance to Fire                         |
| <b>Affinity with Ice</b>       | Hero gains bonus on Resistance to Ice                          |
| <b>Affinity with Lightning</b> | Hero gains bonus on Resistance to Lightning                    |
| <b>Affinity with Darkness</b>  | Hero gains bonus on Resistance to Darkness                     |
| <b>Affinity with Poison</b>    | Hero gains bonus on Resistance to Poison                       |
| <b>Blessed</b>                 | Hero gains immunisation to all negative changes of state       |
| <b>Angry</b>                   | Hero gains bonus in Damage but reduction in Defence            |
| <b>Invulnerable</b>            | An amount of damage sustained by hero is absorbed by the skill |
| <b>Avenger</b>                 | Part of damage sustained by Hero is reflected back to attacker |

## 6. INVENTORY, BLACKSMITHS & MERCHANTS

As your hero advances through the game he acquires a multitude of weapons, armour and objects (rings, potions, runes,...) by killing enemies. The more powerful the enemy, the more interesting the item that may be acquired. There are also plenty of merchants who are willing to part with items for a few pieces of gold.

### 6.1 WEAPONS

There are 15 classes of weapons, each broken down into 41 different levels. The higher the level, the more demanding are the conditions (Level, Strength, Intelligence or Dexterity) required to carry it. Weapons such as a dagger can be used to hit very quickly, but the level of damage is low. At the other end of the spectrum, a double-handed sword is slow, but it inflicts a high level of damage. Some weapons such as bows and spears, which require the use of 2 hands, reduce defence capabilities because they exclude holding a shield.

Weapons can be broken down into 2 types: contact weapons and range weapons

## CONTACT WEAPONS:

Dagger



One-handed Sword



Two-handed Sword



One-handed Axe



Two-handed Axe



One-handed Hammer



Two-handed Hammer



Spear



Stave

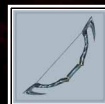


Gauntlet



## RANGE WEAPONS:

Short Bow



Longbow



Disk



Grigri



Talisman

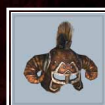


The characteristics of weapons can be improved by reforging and overlaying. The constituent parts can also be broken down and reassembled to make new weapons with new characteristics or magic runes can be added. It is also possible to recycle uninteresting items to recover the raw material. All these operations are carried out at a forge (see "6.7 Blacksmith" below).

### 6.2 ARMOUR

There are 5 classes of armour (Headwear, Bodywear, Armwear, Footwear, Shield), each broken down into 41 different levels. The higher the level of a piece of armour, the more demanding are the conditions (Level, Strength, Intelligence or Dexterity) required to wear it.

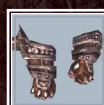
Headwear



Bodywear



Armwear



Footwear



Shield



The characteristics of armour can be improved by reforging and overlaying or by adding magic runes. It is also possible to recycle uninteresting items to recover the raw material. All these operations are carried out at a forge (see "6.7 Blacksmith" below).



## 6.3 OBJECTS

Loki is strewn with objects of all sorts. Mostly, they can help to protect or heal your hero.



**Potions:** these can help in the regeneration of Health and Mana points as well in the treatment of negative changes of state. Examples are: Health Potion, Mana Potion or Elixir.



**Rings:** It is possible to wear 2 rings at a time. These magic items can confer powerful bonuses. Examples are: Ring of the Inferno, Ring of Speed.



**Raw material:** Weapons and armour are made from various materials. Materials for default armour (leather for warriors and cloth for magicians) cannot be reformed. However, as your hero advances new items will be found, with the quality of the raw material depending on the level of difficulty. These, you can take to the blacksmith, who will improve their offensive/defensive characteristics by reformatting or overlaying. Overlaying, the process of adding a layer of a given material over another, only applies to bodywear. This increases the resistance to magic of the item.



**Runes:** Weapons and armour can be inlayed with runes in order to confer magical properties. Runes are specific to a given class of item so a weapon rune cannot be used on a helmet, for example.

The table below lists the materials in Loki.

### Hierarchy of Materials

Light Leather/ Linen  
Boiled Leather/ Wool  
Reinforced Leather/ Silk  
Iron  
Bronze  
Silver  
Gold  
Mithril  
Amethyst  
Emerald  
Diamond  
Ruby  
Sapphire  
Chaosium  
Adamantine  
Moon Rock  
Magmatite  
Arcanite  
Orichalcum  
Draconite

### Reforgeable

No  
No  
No  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes  
Yes

## 6.4 RARITY OF INVENTORY ITEMS

Many items can be found dozens of times over, but others are very rare. The rarer the item, the more powerful it is, which explains why some are not available in "Mortal" mode.

The colour of an item gives an indication of its rarity/power.

| Colour     | Level     | Comments                                    | Availability         |
|------------|-----------|---------------------------------------------|----------------------|
| White      | Common    | Basic items no special bonus                | Always               |
| Light blue | Ancestral | Quite rare. 1 or 2 bonuses                  | Always               |
| Dark blue  | Celestial | Powerful objects with several bonuses       | Always               |
| Orange     | Legendary | Objects with specific names and bonuses     | Always               |
| Green      | Heroic    | Objects with names of great heroes          | From "Hero" Level    |
| Red        | Mythical  | Powerful objects belonging to the gods      | From "Deity" Level   |
| Yellow     | Divine    | Objects that put you on a par with the gods | Beyond "Deity" Level |

## 6.5 THE INVENTORY PANEL



When you click on the hero icon the inventory panel opens at the left of the screen.

This is where you can view all items that have been collected or bought. When you pass your cursor over an item in inventory, its image and characteristics are displayed in a window to the left. Not all items can be carried/worn at the same time so to equip your hero with an item, click on it with the left mouse button. A crossed-swords icon indicates that it is active. Clicking on an item with the right mouse button sends it to the "Kiosk"

The various items in Inventory are sorted by class. The number of items in a given class is displayed to the right of the header. It is possible to hide/display the items by clicking when the "Expand/Reduce" cursor shows. Inventory space is limited, but it grows as your hero progresses through the game. The number of spaces occupied/maximum spaces available are displayed at the bottom right of the Inventory panel.

**Weapons:** Initially 40 spaces, then 4 are added for every 20 levels your hero grows.

**Armour:** Initially 40 spaces, then 4 are added for every 20 levels your hero grows.

**Objects:** Initially 120 spaces, then 12 are added for every 20 levels your hero grows.

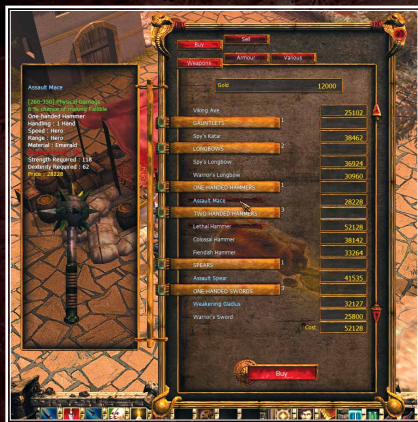
### 6.5.1 KIOSK



The Kiosk is where you place items from your inventory with a view to eliminating them, putting them down, or to have them immediately available for sale when you visit a merchant. You can return an item back to your inventory by clicking on it with the right mouse button. You can select an item (or items) with the left mouse button (a red streak appears behind the name) and then use the "Delete" button or the "Drop" button to get rid of it. You must confirm with a "Yes" before the item(s) disappear from your "Kiosk". It is also possible to drop gold, but this cannot be done at the same time that you drop an item. Click in the "Gold to Drop" box and enter a figure. Then click on the "Drop" button. The sum will be placed at the feet of your on-screen hero and the amount will be subtracted from the "Gold" value of the "Status" tab. "Dropping gold" allows for the buying and selling of items in multiplayer games.



## 6.6 MERCHANTS



A pink dot on the minimap indicates the presence of a merchant, where you can buy and sell items for your hero. There are two sorts of merchant: "Warrior" merchants with items of interest for the Norse/Greek heroes and "Sorcerer" merchants with items of interest for the Egyptian/Aztec heroes. When you pass your cursor over a merchant it takes the shape of a money bag and when you click with the left mouse button the Merchant panel opens. When you click on the "Buy" tab you can use the underlying "Weapons", "Armour" and "Various" tabs to select items to purchase. When you run your cursor over an item its description is displayed in a window to the left. Click on an object if you wish to buy it. A red mark will appear behind the name. When you have selected all the items you wish to buy, and if you are satisfied with the total "Cost", click on the "Buy" button at the base of the screen.

To sell items click on the "Sell" tab. Your hero's current inventory is then displayed. Items in the inventory "Kiosk" are ready to be sold, but you can add items once at the merchant. Click on items you wish to sell with the left mouse button and a red mark will appear behind the name. When all items to be sold are selected, and if you are satisfied with the "Gold Received" figure, click on the "Sell" button at the base of the screen.

A merchant's stock is renewed regularly so don't hesitate to make frequent visits.

## 6.7 BLACKSMITH



An orange dot on the minimap indicates the whereabouts of a blacksmith. They play a very important role in Loki as it is they that reforge/overlay and assemble/disassemble weapons and armour (for a few gold coins). Your cursor changes shape into a hammer when you pass it over a blacksmith and when you click, the Blacksmith panel opens.

### 6.7.1 REFORGE/OVERLAY

Reforging a weapon or piece of armour will take an item made of material A and reforge it in material B, making it more effective. Overlaying applies only to "bodywear". An item made of material A will be enrobed with a film of material B to give it additional magic resistance.

To reforge an item, select it in the list of your inventory. Its image is displayed to the right and its description to the left. Then select a raw material from the list below. In the "Resulting Item" box at the bottom-left you will see a description of the properties of the new item. If you wish to go through with the operation, click on the "Reforge" button.

The overlay operation is presented in parallel to the reforge operation. This process only applies to "bodywear" and it is aimed at increasing the item's resistance to magic. You can see the amount of material required and the resulting item in the boxes to the right. If you want to go through with the operation, click on the "Overlay" button.

### 6.7.2 ASSEMBLE

Each weapon is loosely made up of a cutting edge and a handle. It is possible to disassociate the two constituent parts and to reassemble them with other arts, making new and more effective weapons. However, this operation makes sense only if the parts confer bonuses in such parameters as speed of attack, critical hit... Most parts have no bonus attached. Apart from assembling parts it is also possible to add magical properties to a weapon or piece of armour with a magic rune, if any have been picked up by your hero.



To assemble two parts (no incoherent weapons are allowed), select an item in the first list and then a second item from the list below. The resulting item is displayed underneath and its characteristics are displayed in the box at the bottom-left. Underneath the image of the new weapon the "Assembly Cost" will show how much gold will be required for the operation. If you agree, click on the "Assemble" button and confirm the operation.

### 6.7.3 DISASSEMBLE

The "Disassemble" tab opens the way to two distinct operations: disassociation of the two constituent parts of a weapon or the recycling of a weapon or piece of armour in order to recover the raw material.

When you select an item to be disassembled, the two constituent parts are displayed below and their properties are displayed in the "End Product" boxes to the right and left. If the result suits your desires and the "Disassembly Cost" (displayed in the box above the "Disassemble" button) is within the budget of your hero, then click on the "Disassemble" button and confirm the operation. Thereafter you will find the two separate items in your hero's inventory.

If you have selected a weapon, at the same time as you see the disassembly options, you will also see the amount or raw material that could be extracted if you decided to recycle. The cost of the operation and the amount of material acquired are displayed in the box above the "Recycle" button. If you select a piece of armour (which cannot be disassembled) you will only see the "Recycle Cost" and the amount of raw material acquired. Only the "Recycle" button is active.



## 7. SKILLS, GODS AND ALTARS

Each hero can worship 3 gods from his/her mythology and each god provides 17 skills from his/her Skill Tree (making for 51 skills per hero and a total of 204 skills in the game). When worshipping a god, 25% of a hero's XP Points are diverted towards increasing his Faith (light blue Faith bar). When it is full your hero earns 1 Skill Point with which to acquire new skills or to improve existing skills in that god's Skill Tree. It is, of course, possible to worship no god and privilege XP points. Changing gods worshipped is done at an altar (see "7.3 Altars" below). It is essential to switch allegiance between gods in order to have a well balanced range of skills. Points can be passed between skills on one Skill Tree, but it is impossible to transfer points between gods.

Each Skill Tree confers a specific set of skills and on each there are 12 active skills and 5 passive skills (triggered automatically). The active skills can be broken down into 3 types:

**Special Hits:** Inflict Physical Damage and depend on hero's Strength and weapon.

**Spells:** Inflict Magic Damage and depend on hero's Intelligence.

**Stances:** Offer bonuses as long as hero does not move.

### 7.1 MANAGING SKILL TREES



When you click on the hero's "Skills" icon, the Skills panel opens. The three gods worshipped are named in the tabs. The blue Faith bar and the numbers displayed on it, show your hero's current Faith level and number of points required to gain a new Skill Point in that god. Just below that you can see the number of currently available Skill Points and the total number of Skill Points in that god. The total number of Skill Points is important because this governs the skills that are available (see table below).

Underneath the Skill Point figures are the 17 skill icons (12 active and 5 passive). When you pass your cursor over a skill, its description is displayed in a window to the right. This window shows the current level of the skill; the Skill Points required to be at that level; the impact of the skill and the cost in Mana when using it. Below that you can read the characteristics of the next level in the skill as well as the "Cooldown" period (spell cannot be used) and its duration.

The Skill panel is organised into 6 rows. Access to the skills in a row depends on the total number of Skill Points earned under a god. The table below gives details on the points required.

| Total Skill Points | Skills Rows accessible | Passive Skills (6th row) accessible |
|--------------------|------------------------|-------------------------------------|
| 1                  | 1st row                | 1                                   |
| 6                  | 2nd row                | 2                                   |
| 14                 | 3rd row                | 3                                   |
| 20                 | 4th row                | 4                                   |
| 30                 | 5th row                | 5                                   |

A skill must be at least at level 1 before it can be used. The current value is displayed above the spell icon. To increase the level (to a maximum of 25), you must click on the "+" sign to the right of the icon. As you increase levels, the number of available Skill Points falls. At any time, it is possible to redistribute the allocated Skill Points of a given Skill Tree, but you must first reset the whole point allocation to zero by clicking on the "Reset" button. All skills in that tree are then reset to zero and you may then carry out the required redistribution. Whenever, you do this, there is an associated cost in gold, which varies depending on the level of your hero. Just as access to skill rows depends on total Skill Points, so too does the development of a skill. For example, the "Fire Burst" skill is available to the Greek heroine with just 1 Skill Point. However, to grow it to level 16 she must have at least 45 Skill Points on the Ares Skill Tree. The allocation of points within a Skill Tree is totally without constraint, allowing you maximum flexibility in the skills that you use. This flexibility means that the characteristics of your hero never stop changing as you swap skills or increase/reduce skill levels to meet the challenge set by a given enemy.

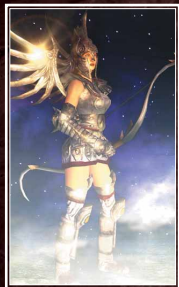
The further down the skill panel your hero progresses, the more Mana that is required to cast the spell and the longer the Cooldown period. More Mana is also required as individual spells rise in level. However, a skill's level does not impact on Cooldown. Therefore, even powerful heroes can find that a 1st row skill, with its rapid capability, can prove useful. It is up to you to find the right balance between the effectiveness of a spell and its cost. It's worth having a low level spell in a hero's arsenal to kill-off weak monsters rather than bringing out the heavy guns.

Once the skill is at the required level, drag it down to the "Skill Icon Bar" at the base of the screen. Passive skills do not have to be placed as once they are activated they require no management to function, although you must intervene to increase/decrease levels.



## 7.2 DESCRIPTION OF EACH HERO'S SKILLS

### 7.2.1 GREEK FIGHTER



**ARTEMIS:** By worshipping Artemis, goddess of hunting, the Greek heroine can gain the skills of an expert huntress, specialised in the use of the bow and range weapons, and who uses ice and poison to increase attacking capabilities.

**ATHENA:** By worshipping Athena, goddess of wisdom, the Greek heroine can gain the skills of an expert swordswoman who excels in hand to hand combat while still mastering range weapons. The use of a shield and lightning increase her defensive capabilities.

**ARES:** By worshipping Ares, god of war, the Greek heroine can gain skills allowing her to set vicious traps, including fire and poison, which can wipe out enemies or reduce their powers significantly.

### 7.2.2 EGYPTIAN SORCERER



**RA:** By worshipping Ra, the sun-god, the Egyptian hero can gain skills allowing him to take advantage of a vast array of fire- based spells that are particularly adapted to fighting at a distance.

**SETH:** By worshipping Seth, god of chaos and evil, the Egyptian hero can gain skills allowing him to take advantage of a vast array of darkness-based spells which can annihilate enemies or inflict curses on them.

**HORUS:** By worshipping Horus, god of the sky, the Egyptian hero can gain skills allowing him to use the power of the heavens to send down devastating thunderbolts upon his enemies. He may also summon a powerful pharaoh mummy to come to his aid.

### 7.2.3 AZTEC SHAMAN



**QUETZALCOATL:** By worshipping Quetzalcoatl, the "feathered snake" god, the Aztec heroine can gain the power to summon different creatures to her aid. These creatures have their own specific skills based on fire and poison.

**TEZCATLIPOCA:** By worshipping Tezcatlipoca, god of the night, the Aztec heroine can gain skills allowing her to change into a fleet-footed jaguar, which can tear her enemies to shreds, or into a powerful spirit who can put devastating curses on her enemies.

**MICHLANTECUHTLI:** By worshipping Mictlantecuhlti, god of the dead, the Aztec heroine can gain skills allowing her to pass into the spirit world where she can use the souls of the dead to wipe out her enemies with dark spells.

### 7.2.4 NORSE WARRIOR



**THOR:** By worshipping Thor, the god of thunder, the Norse hero can gain the skills of a powerful warrior who masters two-handed weapons, excelling in hand-to-hand combat, who can call down thunder bolts on his enemies and who can take numerous hits.

**TYR:** By worshipping Tyr, the god of war, the Norse hero can gain the skills of a speedy warlord who can fight with two weapons at a time or with a shield. Tyr's numerous war cries increase considerably the capabilities of the Norse hero's allies.

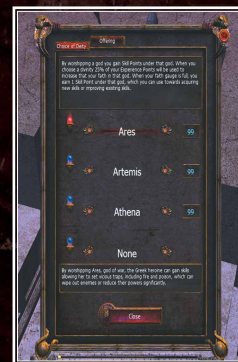
**ODIN:** By worshipping Odin, the god of wisdom, the Norse hero can gain the skills of a cunning warrior, gifted in the use of the lance or stave and whose craft allows him to fight his enemies with secret spells and the power of ice.

## 7.3 ALTARS

Choice of god to worship is done at an altar. There are many altars throughout the game and these are indicated by large blue dots on the minimap. When you place your cursor over an altar it takes the form of a skull and when you click with your left mouse button the Altar panel opens.

The names of your hero's 3 gods are listed and, to the right, you can see the number of current Skill points in each god. When you click on the name of a god a short description of the types of skills he confers, is displayed at the base of the panel. By clicking on "None" you signal your desire that your hero worships no god, choosing instead to benefit entirely from an increased XP gain.

A second tab on the Altar panel is called "Offering". It is from here that your hero can offer-up one of the items from his inventory in order to increase his Faith. The rarer and more powerful the object, the greater your hero's Faith will rise. The gods do not accept "Common" (white) items and when an item is offered-up, it is lost for good.





## 8 MULTIPLAYER

It is possible to play a multiplayer game over a LAN, via Direct IP or via Cyanide's GameCenter. GameCenter heroes are kept on a closed server and can only be used on the GameCenter. This offers the advantage of allowing your hero to be available wherever you go and it guarantees that GameCenter-based heroes have not had their characteristics "tweaked".

### 8.1 MULTIPLAYER MODES

There are 4 multiplayer modes: Co-op, Duel, Battle and Challenge.

**CO-OP:** Up to 6 players live the Loki adventure together. Gameplay is very similar to Solo mode, but there are a couple of rules that apply.

- Players must always be in the same game zone.
- Only the hero who created the game can provoke a change of levels within the game.
- Only the hero who created the game can provoke a change of levels with a Teleportation Stone.

There is interplay between quest data from games played in solo and co-op modes. The basic rule is that no quest rewards (Gold, Experience) can be won twice for the same quest, whether played in solo or co-op mode. However, quests can be played again and any collectable items, picked up during the course of a quest, remain with the hero.

For example a player who has completed Nordic quests 1 and 2 in solo mode, can join a co-op multiplayer game that complete these two quests. Having already completed these quests in solo, the player will gain no quest rewards. If he then goes on to complete quest 3 in co-op multiplayer mode, it will count as completed, in terms of rewards, for his solo hero.

The progress of a quest is always saved on the "host" (person who creates a multiplayer game) The only information saved on the "client" (person who joins a game) is whether a given quest is finished. This means that a player who is part of several different co-op games will see differing quest information depending on the "host" game he joins.

**DUEL:** One-on-one fights in the Loki arena. Results go towards an online ranking system if matches



are played on the GameCenter. When creating a multiplayer duel you can specify the number of rounds over which your hero will compete. In "Duel" mode your hero does not have access to his normal stock of potions. However, a certain quantity will be supplied.

- 1) Red zone
- 2) Blue zone
- 3) Starting lever
- 4) Log
- 5) Chat bar

The arena into which players arrive is divided into a red and a blue zone, with a dividing line down the middle. The on-screen heroes can cross back and forth over the line and as they do so they change colour. Each side has to activate their lever that lies at the base of the statue, at the back of the arena, for combat to begin. Once, one side has activated their lever the

other hero can no longer cross the dividing line. When the fighting starts, a player sees the opposing hero in a red or blue cloud (depending on the sides on which they started). He sees his own hero without any colour effects.

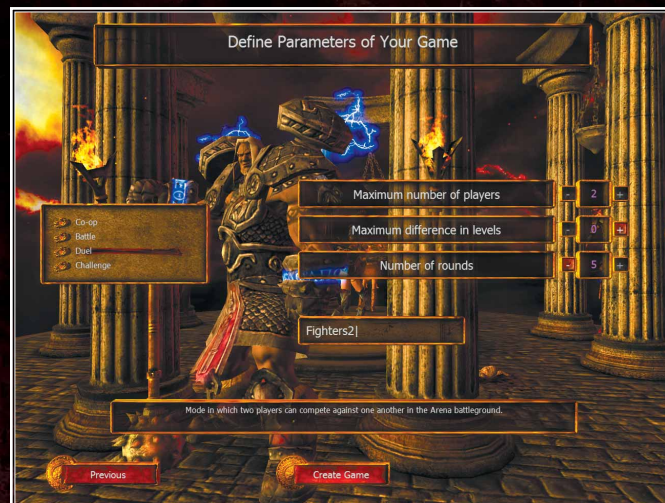
**BATTLE:** Allows team v team combat with up to 4 players on each side. There is no online ranking system. As in "Duel" mode your hero does not have access to his normal stock of potions. However, a certain quantity will be supplied.

The arena into which players arrive is divided into a red and a blue zone, with a dividing line down the middle. The on-screen heroes can cross back and forth over the line and as they do so they change colour. Each side has to activate their lever that lies at the base of the statue, at the back of the arena, for combat to begin. Once, one side has activated their lever the other heroes can no longer cross the dividing line. When the fighting starts, one side sees the opposing heroes in a red or blue cloud (depending on the sides on which they started). They see their own heroes without any colour effects.

**CHALLENGE:** Players take on some of Loki's monsters in configurations that do not exist in the solo mode (several bosses, for example). Up to 6 players can take part. All start in a room at one side of the arena and when they are ready the organising player activates the lever that lies on the ground. This will cause the gate to open and all players can enter the arena.

### 8.2 JOINING/CREATING A LAN OR DIRECT IP GAME

To join a multiplayer game, click on the "Multiplayer" button in the main game menu. A screen very similar to the Solo mode screen will be displayed. If you wish to play with an existing hero, select him in the list and click on the "Start" button. If you wish to define a new hero you must first click on the "New" button; choose and name your new hero and then click on the "Start" button.





The "Start" button brings you to the list of eventual multiplayer games on LAN, showing name, mode, level of difficulty, required level and number of players. Depending on the various criteria, your hero may or may not be eligible to join. Once you find a game that fits, click on it (a red marker will appear behind it in the list) and click on the "Join Game" button. Be ready to fight!

If you are taking part in a game via Direct IP, enter the IP address supplied by the creator of the game (the "host") into the "Enter host's IP address" box at the bottom-right of the screen. The host can find his/her IP address by using a website such as <http://whatismyipaddress.com/> (NB: the IP address supplied by the system command "ipconfig" is of no use to someone connecting over the Internet from the "outside"). If the Direct IP game is created within a LAN, it will also figure on the list of available LAN games, so a gamer on the "inside" can connect over the LAN while someone from the "outside" will connect via Direct IP.

To create a multiplayer game, follow the above steps, but instead of clicking on the "Join Game" button or entering the IP address of a host, click on the "Create Game" button. You will be brought to the "Define Parameters of Your Game" page. First select one of the four multiplayer modes and then set parameters accordingly.

**Maximum number of players:** Depending on the mode, up to 8 players can take part.

**Maximum difference in level:** The maximum difference in level between the various heroes taking part cannot be greater than 10.

**Number of rounds:** Duel and Battle modes can have up to 5 rounds.

**Name of the Game:** The name which will identify your game in the List of Games".

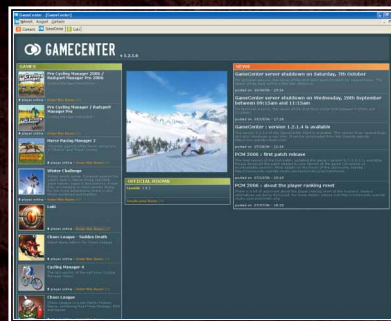
**Choice of Difficulty Level:** This applies only to "Co-op" games. A hero can only play at a difficulty level which has been unlocked in Solo mode.

Once parameters have been set, click again on the "Create Game" button. If your game is in Co-op, Duel or Battle mode you will be brought into the game and you should await your partners or adversaries (who will join you via the "List of LAN Games" page). If you have set-up a "Challenge", the "Create Game" button will bring you to the "Challenges" page where a list of challenges is displayed on the left of the screen. Not all are immediately available as you must unblock them one by one. You can view a brief description in the box to the right. When you have made your choice, click on the "Create Game" button. You will be brought into the game where you should await your partners.

## 8.3 JOINING/CREATING A GAMECENTER GAME



The GameCenter is an Internet gaming application that handles all Cyanide games. The software is installed at the same time as the Loki software (unless you aborted it); an icon is created on the Windows' desktop and a GameCenter group is created within the Windows' Start menu. When you launch the software for the first time you must create an account (entirely free) for which you will require a user name, a password and a valid email address (webmail accounts from Yahoo, Hotmail, MSN, etc... are not considered valid).



If the username is accepted (someone else might already be using the one you desire) you will receive an email confirming creation of the account. You can then login as a valid user.

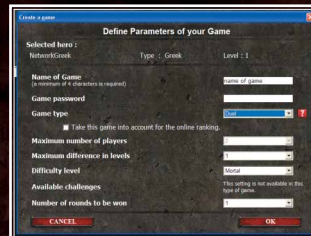
The GameCenter covers all Cyanide games so you will see "rooms" (displayed along the left of the screen) for a wide variety of games as well as for Loki. You may be invited, upon entering the GameCenter, to update to a more recent version and also, upon trying to enter the Loki "room", you may be invited to install a patch to upgrade to a more recent version of Loki.

### 8.3.1 JOIN A GAMECENTER GAME

Inside the Loki room you will find a table showing current games. When you place your cursor over any value in the table, a list of your current heroes is displayed. Those that do not meet the requirements of that particular game are shaded and a small icon appears next to their name. Parameters displayed in the table are the version of Loki being used, the mode (Co-op, Battle, ...), the level of difficulty (Mortal, Hero, Deity), the required level of heroes taking part, the number of players connected to a particular game/maximum number possible, the "Launched" status, the Ping (connection speed between the game host and the GameCenter server). If you wish to enter a game, click on the "Join" button and a list of your available heroes is displayed. Make your selection and click on the "Confirm" button. If the game has not started, you will enter its "room" where you await the arrival of other players. The "Players" icons at the top of the page (green for present and grey for waiting) show how many players have arrived. The names of those present are listed on the right-hand side of the screen. You can click on a name to view player stats or to chat directly with him/her. If a game has already started you will skip the room and enter the game directly.

### 8.3.2 CREATE A GAMECENTER GAME

To create a game, click on the "CREATE Game" button. If you have an existing GameCenter hero, his information will be displayed. If you have several heroes, select the one you wish to use. Once your hero chosen, click on the "Confirm" button. A "Define the Parameters of your Game" window opens. You will recognise the parameters as being the same as for a LAN or IP Direct game (see above), although the GameCenter does offer two important additions. Firstly you can set a password for your game. This means that although it may be visible in the list of games, only those who know the password can join. Secondly, a "Duel" mode game on the GameCenter can count towards an online ranking system if you tick the "Take this game into account for the online ranking" box.

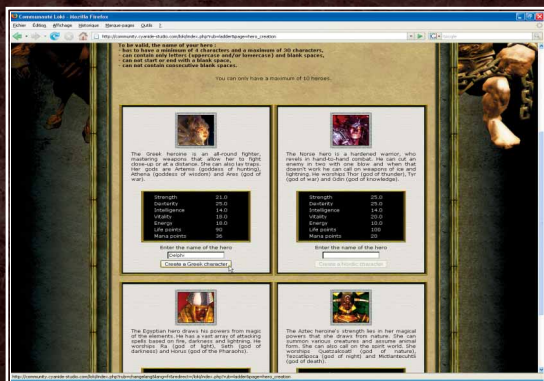


When all parameters are set, click on the "OK" button. Your game will appear on the list of current games for others to see and you will be brought directly to your game's "room". The "Players" icons at the top of the page turn from grey to green as they arrive. The names of those present are listed on the right-hand side of the screen. You can click on a name to view player stats or to chat directly with him/her. Only you, as the game's creator, can start a game (click on "Launch game" button at top-right of screen) and only you can kick a player out or ban him from your game.

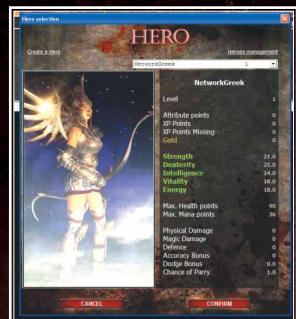


## 8.4 CREATING A GAMECENTER HERO

You cannot use "native" Loki heroes on the GameCenter so on your first visit you must create a hero (you can create a total of 10). Enter the Loki "room" and click on the "CREATE Game" button. A "Hero" window will be displayed. At the top-left of this window, click on the "Create a Hero" link. This will bring you to the Loki community's "Hero Creation" page. At the top of the screen you will see a few rules that apply to the community and, below, you will see the four Loki heroes. The description and attributes are the same as for the heroes in "Solo" mode.



Enter a name in the relevant box and click on the "Create a xxxxx character" button. Once a hero is created you can create others and manage them (delete hero, view stats) via the "Heroes" link on the community page. To use your hero, go back to the Loki "room" on the GameCenter and click, once again, on the "CREATE Game" button.



This time the "Hero" window will display your hero. Others you have created can be accessed via the drop down menu. At the top right of this same window the "Hero Management" link brings you to the community page.

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And all those on the Loki forum

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## SHORTCUT KEYS

| ACTION                    | DEFAULT KEYS |
|---------------------------|--------------|
| Inventory                 | I            |
| Attributes                | C            |
| Skills                    | T            |
| Quest Journal             | L            |
| Game Log / Chat Interface | 2            |
| Change Weapon Set         | Z            |
| On the spot attack        | Shift        |
| Previous Skill            | Left Arrow   |
| Next Skill                | Right Arrow  |
| Skill 1 to 9              | 1 ... 9      |
| Skill 10                  | 0            |
| Delete Skill              | Delete       |
| Health Potion             | NumPad 1     |
| Major Health Potion       | NumPad 2     |
| Elixir                    | NumPad 3     |
| Mana Potion               | NumPad 4     |
| Major Mana Potion         | NumPad 5     |
| Purifying Potion          | NumPad 6     |
| Teleportation Stone       | P            |
| Open Chat                 | Enter        |
| Select Allies             | Tab          |
| Pause                     | Escape       |
| Rotate Camera Left        | A            |
| Rotate Camera Right       | D            |
| Zoom In                   | W            |
| Zoom Out                  | S            |
| Zoom Minimap              | +            |
| Reduce Minimap            | -            |